



THIS DOCUMENT COVERS THE SUBCLASSES OF THE MOST FABULOUS CLASS IN ALL OF DUNGEONS AND DRAGONS 5e; the Bard. Bards in Rhyonis range from wondrous entertainers, espionage experts, terrifying storytellers, to powerful advisors and enchanters. Every part of Rhyonis is decorated with a Bard not being too far from a spotlight at any given time, and some of the realm's most prolific heroes are among this elite class of spellcasters.

The following Colleges are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Coalition*, *Dirges*, *Nature*, *Soothing*, *Summoning*, and the *Thunder*.

COALITION

While most Shaded Coalition operatives are recruited for their skills in combat, Bards that call the College of the Coalition their own have a different desirable skill set. These Bards are sought after for their ability to weave music and magic into silencing and disorienting illusions. Most of these Bards still maintain a regular life, lending their musical styling to the Coalition when needed, while still enjoying their own pursuits on grand stages.

College of the Coalition Bards are often placed within Coalition Squads assigned to infiltration missions. Their specific skill set makes them a perfect scout and spy, blending within the shadows of their illusions to steal intelligence as an imperceptible fly on the wall. Before those in the vicinity even hear a note played or sung by the Bard, the performer and their party are in and out of the establishment with whatever evidence or property they were sent to recover. In the halls of the Coalition, it is said that any mission with an assigned Coalition Bard is assured success.

TRACELESS TRAIL

Starting at level 3, you are a master of coordinating movements to ensure you and your party move without leaving a trace of your presence. You learn the *Pass Without Trace* spell, considering it a Bard spell for you but not against the total number of spells you may know. Additionally, you may cast this spell once per long rest without expending a spell slot.

A TWO-STEP AHEAD

Also at 3rd level, you can get the jump on your enemies before the fray. Once per short rest, when you roll for Initiative, you can choose to use your Performance Skill Bonus instead of your regular Initiative Bonus to determine your order in the Initiative.

THE SOUND OF SILENCE

Upon reaching level 6, you are able to use your music to cover the steps of yourself and your allies. As a bonus action, you may expend a use of your Bardic Inspiration to play a tune that drowns out the sounds of you and a number of creatures equal to your Charisma Modifier. For a number of hours equal to your Proficiency Bonus, any creature affected by this song adds the result rolled from your Bardic Inspiration die to any check they make to move quietly.

ROB THINE SENSES

At level 14, your songs are able to completely debilitate foes in the middle of battle. By expending a use of your Bardic Inspiration as an action, you can target any number of creatures in a 30 ft. radial sphere to be blasted with harmonious resonance. Chosen creatures in the area must succeed on a Constitution saving throw against your Spell Save DC or become blinded and deafened for a number of rounds equal to the result rolled on your Bardic Inspiration. Creatures that fail by 10 or more are also incapacitated for the duration. You may only perform this song once per long rest.

DIRGES

Bards that attend of the College of Dirges look at life through a sort of pale-tinted lens. Most often associated with funeral processions, and called the Orchestra of Alaxendaria, those that study the ancient tones of the Death Goddess learn to weave necromancy into their music. Alluring to both the living and undead alike, Dirges can stop even the fiercest of necromantic foes in their tracks.

Those who have come to call the College of Dirges their way of life have typically seen a great tragedy in their time. This is often the death of a loved one they were unable to let go of. Due to this loss, these Bards will go to great lengths to see their fallen return to them and never leave their side. While others may look at this as a macabre representation of the love they carry for this soul, or a profane corruption of the cycle of life, this does not deter the Dirge from playing their songs to an enraptured, undead, audience.

"I ONCE SAW TRYSTA WHISTLE A SINGLE NOTE AND BRING a lich to its knee before her. Not a being alive, nor dead, shouldn't be afraid of her, for even in death she will control them."

— Gerph, Attendant to Trysta the Dirgess

SOULLESS SONGS

Starting at level 3, if you target an undead creature with a Bard spell that is capable of charming it, and it is immune to being charmed, you can expend a use of Bardic Inspiration to ignore this immunity, and give them a penalty to the save equal to the number rolled.

DIRGEOUS NOTES

Also at 3rd level, you gain the Toll the Dead cantrip, if you do not already have it. It does not count against the number of cantrips you know and is nonetheless a Bard cantrip for you. Additionally, whenever you are able to choose a new spell to learn, you may select any Necromancy spell, from any spell list, so long as it is of a level you are able to cast.

HOLLOWED HARMONIES

Upon reaching level 6, your songs have enraptured an undead creature into your service. This creature must be of a challenge rating equal to or lower than $\frac{1}{2}$ your Charisma Modifier. You may use a bonus action to give it a command that it will follow until completed, otherwise it will move to stay within 30 ft. of you and act to defend you from any nearby threats. Upon entering your service, this creature gains an additional 2 HP per your Charisma Modifier, deals additional damage equal to your Proficiency Bonus with melee and ranged attacks, and, upon reaching 10th level, you can teach it two Necromancy spells that you know that it can cast once per day each, at their lowest level. The creature may keep watch for you and will act as the *textit* spell if any non-designated creature comes within 30 ft. of it during your rest period. If the creature is destroyed, you may expend a use of Bardic Inspiration over a corpse as an action to create a new undead servant, or force an appropriate challenge-rating undead creature to make a Charisma saving throw against your Spell Save DC or fall into your service.

DEATH RATTLE

At level 14 you learn an ancient, forbidden melody known as the *textit*{Death Rattle}. As an action, you can choose to expend any number of your currently available Bardic Inspiration dice. A target within 60 ft. who can hear you must make a Constitution save against your Bard Spell DC. On a failure, they take a massive amount of Necrotic damage as you wrack their body with the soul-shattering tones of the *textit*{Death Rattle}, or half as much on a success. Undead make this save with disadvantage and it ignores any resistance they may have to Necrotic damage. The damage you deal is equal to the total rolled from your Bardic Inspiration dice multiplied by your Charisma Modifier. You may only play the *textit*{Death Rattle} once per long rest and when you do, you take as many levels of Exhaustion as Bardic Inspiration dice you spent to play it.

NATURE

Most Bards of the College of Nature are sought out by natural spirits of some sort from a young age. Be it an elemental, ancient spirit, or a wandering druid, these storytellers have a tie to the natural realm and channel Life Essence through music to manipulate it. While some use it to harness devastating elemental spells, some soothe the wounded with the aid of the wild, while others still act as guides and bolster the spirits of their companions against the hazards of the realm with their songs and stories.

SHE EMERGES FROM THE PETALS OF AN UNFURLING ROSE that bursts from the ground as melodious harmonies rings out from the grass beneath. A whispering chant grows and is matched by the crowd, “Raspberry Rose! Raspberry Rose!” And, just then, to match the fanfare, the petals burst outward revealing a dazzling woman draped in shades of magnificent red over a massive hoop skirt like an upturned raspberry.

“I’ve arrived, Darlings,” she calls, winking and sending magic-filled kisses that bloom into fully formed roses with thornless stems. An electric wave of excitement overtakes the crowd and, as they catch the roses, they toss them back into a gathering bouquet at the feet of their rosy idol.

MUSIC OF THE WILDS

Starting at 3rd level, your connection to nature deepens and you’re able to call on it fairly easily. You learn the Druidcraft cantrip, it counts as a Bard spell for you but does not count against the number of cantrips you may know. Additionally, you learn one 1st and one 2nd level spell from the Druid spell list, and they do not count against the number of Bard spells you may know. This ability also grants you one extra choice of a spell when you achieve the Magical Secrets feature from this class at Levels 10, 14, and 18. These spells must be from the Druid Spell list, count as Bard spells for you, but do not count against the number of spells you may know.

SONG OF ELEMENTAL DEFENSE

Also at 3rd level, you are able to summon elementals to help weather the dangers of nature through your performance. By expending a use of your Bardic Inspiration as a bonus action, you are able to impart resistance to a chosen elemental damage type for a number of rounds equal to the result rolled. You can effect yourself and an additional number of targets equal to your Charisma Modifier.

SONG OF AWAKENING

At 6th level, you may use an action to expend a Bardic Inspiration, awakening a Large or smaller nonmagical plant, turning it into an Awakened Shrub. The Awakened Shrub follows your commands and acts in your defense, not leaving more than 30 ft. from your side unless you use your bonus action on subsequent turns to issue a command to it.

When you animate your Shrub, it gains a number of Temporary Hit Points equal to the result rolled on your Inspiration die, and remains Awakened for a number of hours equal to your Proficiency Bonus, or until reduced to 0 HP. You may only have one shrub awakened at a time. If you create another one, the previous one immediately returns to its dormant state. The Shrub also gains extra abilities based on your song style, its natural Armor Class is increased by your Charisma modifier, and it gains an additional Hit Die per each point of your Proficiency Bonus. The Song Styles for awakening a shrub instill it with another aspect of nature to aid it in your defense, as noted at the end of this section.

At level 10, you’re able to target a huge tree and Awaken it, as per the Awakened Tree stat block with the same additional features afforded by this ability. The benefits your Awakened Shrub are summarized here:

- Upon being awakened, the Shrub gains Temporary Hit Points equal to a roll of your Bardic Inspiration
- Increased natural AC equal to your Charisma Modifier (Min. 1)
- Extra Hit Dice equal to your Proficiency Bonus
- And, one of the following based on your chosen Song Style. (You may choose a different style of music every time you awaken a new shrub.)

SONG OF AWAKENING

Song Style	Shrub Ability
Flora	The Shrub sprouts beautiful but deadly flowers that secrete toxins. A creature that attacks, or is attacked by, the Shrub must make a Constitution save against your Spell Save DC or take poison damage equal to your Inspiration Die, or none on a success.
Fauna	The Shrub gains the ability to sense like animals and has advantage on \textit{it} and \textit{it} checks to track a creature that is on the same plane of existence as you, so long as you are able to present it with a piece of its scent.
Element	The Shrub gains resistance to all elemental damage as its limbs burst into defensive elemental energy (Fire, Cold, Thunder, Acid, and Lightning).
Stone	The Shrub’s Armor Class and Constitution score equal your Charisma score as its limbs petrify and harden. This is considered before the boost to its Armor Class from your Song of Awakening.

CHLOROPHYLL CRESCENDO

At 14th level, while you have an Awakened Shrub active, you may use an action to cause it to burst in a 30 ft radial sphere. The matter in the air disperses, immediately having an effect based on the Song Style used to awaken it, and settles at the end of your next turn to persist for a number of rounds equal to your Charisma Modifier. When an ally starts their turn standing in the area, you may use your reaction to heal them for an amount equal to a roll of your Bardic Inspiration die + your Charisma Modifier. Conversely, you can use your reaction at the start of an enemy standing in the area's turn to attempt to restrain and grapple them with vines if they fail a Strength check against your Spell Save DC. On a failure, they are restrained until the end of your next turn and take piercing damage at the end of each turn they remain restrained. This damage is equal to a roll of your Bardic Inspiration die + your Charisma Modifier.

CHLOROPHYLL CRESCENDO

Song

Style

Shrub Ability

Flora

Enemies in the area of the Crescendo must make a Constitution saving throw against your Spell Save DC at the start of their turn or take poison damage equal to Bardic Inspiration die + your Charisma Modifier, or half as much on a success.

Fauna

The Tree or Shrub dissimulates into beasts, acting as the \textit{Conjure Animals} spell cast at 3rd level, without requiring concentration on your part. The animals last as long as the Crescendo, act immediately after you on your turn, and act in defense of you unless you use your bonus action to command them to do something else. They are unable to leave the range of the Crescendo and all follow the same command.

Element

The elemental forces wreathing the Tree or Shrub leap to your allies to defend them, allowing you to designate a single elemental resistance to a number of creatures in the sphere equal to your Charisma Modifier. The element resisted does not need to be the same for each creature.

Stone

The Tree or Shrub tears itself a part in a tantrum, lobbing hardened stones at enemies in the area of the Crescendo who must make a Dexterity saving throw against your Spell Save or take bludgeoning damage equal to your Bardic Inspiration die + Charisma Modifier, or half on a success. The area also becomes difficult terrain until a creature takes an action to clear the area.

SOOTHING

The College of Soothing is more of a charity than basis of education. Most Bards that undergo this type of training are extremely kind-hearted and look to cure the world of all illnesses, be it with song or laughter. Those that are fortunate enough to travel with a College of Soothing Bard never suffer from pain for long.

The music College of Soothing Bards are able to create is something truly miraculous. They are able to sing, strum, and dance away the pain in a way that the most devout Clerics would be baffled by. It truly is a wonder just how music can soothe the body, mind, and soul, but the College of Soothing manages to do it with ease.

HOLLOW HUM

At 3rd level, you learn the *Spare the Dying* cantrip, if you do not already know it. It counts as a Bard spell for you but does not count against the number of cantrips you may know. Additionally, for you it is a bonus action and has a range of 30ft.

BOLSTER BALLAD

Also at 3rd level, you can expend a use of Bardic Inspiration to heal an ally within 30 ft of you that can hear you for the amount rolled on the Inspiration die. After they are healed, the ally also receives an amount of temporary hit points equal to your Charisma Modifier.

CALMING CADENCE

Starting at level 6, your spells resonate with soothing notes that restore lost vigor. When you expend a Spell Slot to cast a spell that uses verbal components, a number of allies equal to the level of the Spell Slot within 30 ft. of you that can hear you heal for an amount of hit points equal to your Charisma modifier.

MAGNIFICENT MELODY

At level 14, you learn the ultimate song of restoration written by the College of Soothing. Once per long rest, you can chant a powerful melody that emits a steady healing effect to all allies within 60 ft. that can hear you. This effect lasts for one minute and requires concentration, but at the start of an ally's turn so long as they are in range of the Melody, they heal for an amount equal to your Bardic Inspiration die + your Charisma Modifier.

SUMMONING

As most Bards are performers by nature and drawn to a crowd, those that are part of the College of Summoning quite literally draw the crowd to them. These Bards thrive among a myriad of people and creatures.

Summoning Bards are known to conjure wondrous creatures and orchestrate them in perfect harmony with their own movements, slipping into the fray with a magnificent blending of music and magic. More accomplished summoners are even able to bring forth more creatures than most magical practitioners and are renowned for their ability to compel and command the entities they call forth.

MAGICAL SECRETS OF SUMMONING

Starting at 3rd level when you join the College of Summoning, you learn the Find Familiar spell and Summon Beast spells, counting them as Bard spells for you but not against the total number of spells you may know.

MUSIC IN TANDEM

Also at 3rd level, while you are concentrating on a Conjunction spell and expend a use of your Bardic Inspiration, you may also have the summoned creature make a single attack against a target within range as part of the same Bonus Action. You do not need to inspire your creature to have them perform this attack, but they still must be able to hear you and be within 60 ft. of you.

SONG OF SUMMONING

Upon reaching 6th level, you may spend a use of Bardic Inspiration to cast a spell (capable of summoning a creature) of a level you are able to cast. A singular creature summoned by this ability gains temporary hit points equal to the roll of a Bardic Inspiration die + your Charisma Modifier. This spell requires concentration as normal, but does not require expending a spell slot.

DUAL SUMMONS

At 14th level, you are able to concentrate on two Conjunction spells so long as one is from your Song of Summoning and the other from a spell you cast. You make separate Concentration checks for them and may only control one with a bonus action on your turn. However, if you expend a Bardic Inspiration upon issuing a command as a Bonus Action, you may command both of your summons to take separate actions.

THUNDER

Bards are renowned for their boisterous and flamboyant personalities, over the top showmanship, and remarkable musical talent. Occasionally, a Bard of such irrepressible charisma rises to the stage for a performance or battle and they, quite literally, blow those around them away. By melding music and magic to their deadliest levels, College of Thunder Bards can use sound waves to decimate and debilitate. Those who come to study the ways of the College of Thunder will quickly learn to bring themselves to the forefront of any social situation. However, these personalities often clash with anyone else who seeks to find the spotlight or stand against the Bard. They can either be the life of the party or its tragic, violent end.

It is said that the soundwaves from the instruments played by a College of Thunder Bard is on par with the destructive force of a hurricane. The most accomplished of their ilk are able to call such a storm with a single verse, devastating regions with their might. In some areas that are in need of extra rainfall, entertainment, protection, or all three, a Thunder Bard will be called upon. The traditions of the College of Thunder go back to the earliest days of Rhyonis where the only music was that of the roar of dragons in the skies and the storms they flew through. Some of the most hardened and devoted members of the College of Thunder use Draconic language for their spellcraft, believing their craft, and thunder storms, to be echoes of the ancient wyrms' roars.

REACH THE MASSES

Starting at level 3, your magic amplifies the music you are able to harness. Whenever you cast a Bard cantrip or spell that deals thunder damage, the range of the spell is doubled.

DESTRUCTIVE CHORD

Also at 3rd level, whenever you deal thunder damage with a Bard cantrip or spell to a target that is in the original range of the spell, you are able to expend a use of your Bardic Inspiration to deal an additional amount of Thunder damage. This additional damage is equal to the result rolled on the Bardic Inspiration die + your Charisma Modifier. You are only able to perform this chord a number of times per long rest equal to your Proficiency Bonus.

STORM DANCE

Upon reaching level 6, you are able to shroud yourself in thunderous energy. Once per short rest, by expending a use of your Bardic Inspiration as a Bonus Action, you are able to become an aspect of thunder, granting yourself temporary hit points equal to the roll of the Bardic Inspiration + your Charisma Modifier. For one minute, you gain resistance to thunder and lightning damage and deal an additional amount of thunder damage with your weapon and spell attacks equal to your Charisma Modifier. While the temporary hit points persist, creatures that strike you with a melee attack while within 5 ft. of you suffer an amount of thunder damage equal to the total initial temporary hit points gained by the Storm Dance. When the temporary hit points expire or the Storm Dance ends after a minute, all creatures you choose within 15 ft. of you must make a Dexterity saving throw against your Spell Save DC, suffering an amount of thunder damage equal to the total initial temporary hit points gained by the Storm Dance or half as much on a success. At level 10, the temporary hit points you gain from Storm Dance are doubled.

THUNDEROUS OPERA

At level 14, you are the pinnacle of the wrath of the storm. Once per long rest, you are able to expend a use of your Bardic Inspiration as an Action to perform the Thunderous Opera. For one minute, you and allies within 60 ft. of you are invigorated with powerful resonating music and deal an additional amount of Thunder damage equal to your Charisma modifier with all successful spell and weapon attacks.